

Julia Ayu Puspita. 2025. *Pengaruh Model Pembelajaran Role Playing Berbantuan E-Magazine DINO Terhadap Hasil Belajar Siswa Kelas 4 SDN Telang 1 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing : Aditya Dyah Puspitasari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh pada penerapan model pembelajaran *Role Playing* dengan bantuan media pembelajaran majalah digital *E-Magazine DINO* (Dinamika Interaksi Sosial) terhadap hasil belajar siswa kelas 4 SDN Telang 1 Bangkalan. Penelitian ini menggunakan penelitian kuantitatif dengan metode pre-eksperimental design dan desain penelitian *one group pre-test posttest*. Populasi penelitian ini yaitu berjumlah 23 siswa, dengan menggunakan jenis sampel jenuh. Berdasarkan hasil analisis data uji t memperoleh hasil $|t_{hitung}| = 10,200$, dan $t_{tabel} = 2,080$ yang berarti $t_{hitung} > t_{tabel}$ dengan nilai sig (2-tailed) $0,000 < 0,05$ maka H_0 ditolak. Sehingga dapat disimpulkan bahwa terdapat perbedaan antara sebelum dan sesudah diberikan perlakuan. Apabila nilai t_{hitung} berada di luar batas t_{tabel} maka menyatakan penolakan terhadap H_0 dan penerimaan H_a , hal ini menunjukkan bahwa variabel X berpengaruh terhadap variabel Y, bahwa Penggunaan model pembelajaran *role playing* berbantuan media pembelajaran DINO berpengaruh terhadap hasil belajar siswa kelas 4 SDN Telang 1 Bangkalan.

Kata kunci : dinamika interaksi sosial, hasil belajar, majalah digital, model pembelajaran *role playing*

Julia Ayu Puspita. 2025. The Effect of Role Playing Learning Model Assisted by DINO E-Magazine on Learning Outcomes of 4th Grade Students of SDN Telang 1 Bangkalan. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Aditya Dyah Puspitasari, S.Pd., M.Pd.

ABSTRACT

This study aims to determine the effect of the application of the Role Playing learning model with the help of digital magazine learning media E-Magazine DINO (Dinamika Interaksi Sosial) on the learning outcomes of 4th grade students of SDN Telang 1 Bangkalan. This research uses quantitative research with pre-experimental design method and one group pre-test posttest research design. The population of this study amounted to 23 students, using a saturated sample type. Based on the results of the t test data analysis, the results of $|t \text{ count}| = 10.200$, and $t \text{ table} = 2.080$ which means $t \text{ count} > t \text{ table}$ with a sig value (2-tailed) of $0.000 < 0.05$ then H_0 is rejected. So it can be concluded that there is a difference between before and after treatment. If the calculated t value is outside the t table limit, it states the rejection of H_0 and acceptance of H_a , this indicates that variable X has an effect on variable Y, that the use of the role playing learning model assisted by DINO learning media has an effect on the learning outcomes of 4th grade students of SDN Telang 1 Bangkalan.

Keywords: *social interaction dynamics, learning outcomes, digital magazine, role playing learning model*